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COMPUTER CONTROLLED USER INTERACTIVE DISPLAY INTERFACE IMPLEMENTATION FOR MODIFYING THE SCOPE OF SELECTIVITY OF AN ON-SCREEN POINTER

Abstract

5   Visualizing and modifying the scope of the on-screen
pointed, e.g. mouse controlled cursor. The user is
enabled to readily modify the scope of his on-screen
pointer to a scope which is optimum for any particular
icon selection tasks and functions. There is provided a
10   scope of display screen area adjacent said moving pointer
within which scope said items are enabled for user
selection, and an implementation for enabling a user to
interactively modify the scope of said moving pointer.
The scope may modified by exposing the normally hidden
15   scope of the pointer and then using the pointer itself to
modify the scope. Upon the completion of the
modification, the scope may be returned to its hidden
state.